TAG IN DRAGON

INSTRUCTION MANUAL

BUNCH GAMES

TAGIN' DRAGON CONTROL SUMMARY

Controls

Control Pad Arrows: Move the Dragon in the indicated direction.
Button A: Makes the Dragon bite.
Select Button: Moves the cursor to select options on the screen.
Start Button: Starts the game. Also freezes the game.

Special Objects

Magic Lantern: Snatch the Magic Lantern, and your dragon will be able to bulldoze most of the Hedges on the level to reveal bonus items such as the Sacred Light.
Dragon Egg: You get an extra dragon.
Bushy Hedges: The dividing blocks which make up the maze.
Metal Blocks: Permanent dividing blocks.
Time Zones: If you stay too long, you will die.
Ice Zones: You will glide at an accelerated speed.

How To Play

The objective of the game is to out maneuver the opponent's dragon(s). Move behind the enemy and snap at his tail. The first time you land a snap, you will chew his tail off. Dragons with missing tails are weaker and you can attack them from the front or the rear. A weak dragon may regain his tail by snapping another dragon's tail. However, if a weak dragon is bitten again, he dies.

I. INTRODUCTION

Play tag with maze after maze full of dragons. Catch them if you can! Only a dragon's tail is vulnerable, so sneak up from behind and munch til they turn to bones.

If you are fast enough to snatch the Magic Lantern, you can discover the secrets buried within the walls of each maze.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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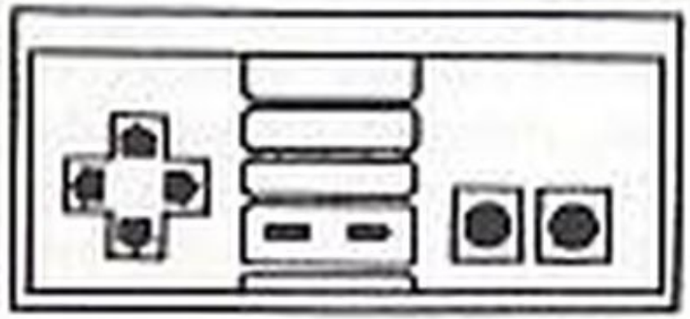
II. GAME CONTROL



Control Pad Arrows: Move the Dragon in the indicated direction.

Button A: Makes the Dragon Bite.

Select Button: Moves cursor to select options on the screen.
(**One Player**: Player vs. 3 Dragons)
(**Double Players**: Both Players vs. 3 Dragons)
(**Vs. Mode**: Player vs. Player)

Note: For the 2 Players mode, both players must exit the current level to get to the next level.

Start Button: Starts the game. Also freezes the game.

III. HOW TO PLAY

The objective of the game is to out manouver the opponent's Dragon(s). Move behind the enemy and snap at his tail. The first time you land a snap, you will chew his tail off. Dragons with missing tails are weaker and you can attack them from the front or the rear. A weak dragon may regain his tail by snapping another Dragon's tail. However, if a weak dragon is bitten again, he turns into a skeleton and vanishes. The player must use appropriate tactics by observing each dragon's tail. For example, if dragons of equal tails (strength) approach each other head on, the snapping dragon will defeat the dragon with the closed jaws. But if one has a shorter tail, he cannot defeat the other even if he snaps.

There is a time limit on each level. The time indicator is in the lower left hand corner.

The number of dragons left and the player's score are displayed on the bottom of the screen.

IV. SPECIAL ITEMS

MAGIC LANTERN

Magic Lantern: Allows you to clear out the Bushy Hedges to reveal additional bonus items buried under them.

DRAGON EGG

Dragon Egg: Gives you an extra Dragon.

V. HEDGES AND SPECIAL ZONES

BUSHY HEDGES

PERMANENT BLOCKS

TIME ZONE

ICE ZONE

Bushy Hedges: Can be cleared if the player has the Magic Lantern.

Permanent Blocks: Cannot be removed.

Time Zone: Your dragon will die if you stay in the zone for too long.

Ice Zone: Allows you to glide at an accelerated speed.

VI. BONUS ITEMS

For each of the following objects that your dragon gulps down you get 300 additional points.

SACRED LIGHT

FIRE CAPSULE

CORN OF
ETERNAL YOUTH

FRUITS OF
LONGEVITY

LUCKY CHERRIES

VII. PLAYING HINTS

1) Never approach a dragon head on if your dragon has a shorter tail than the other dragon.

2) When approaching head on with another dragon of equal tail length, always keep your jaws snapping.

3) Wait behind hedges for dragons approaching from the left or the right. At the very moment they pass you, move out and snap at the tip of their tails.

4) The best advise is to protect your tail at all times, because it's very hard to grow it back. With a full tailed dragon, you can approach all other dragons head on. Turn around at the right moment and you will find yourself right on the tail of the dragon that just passed you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES* with respect to the receiver.
- Move the NES* away from the receiver.
- Plug the NES* into a different outlet so that NES* and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES* is the abbreviation for Nintendo Entertainment System*.

90 DAY LIMITED WARRANTY

Bunch Games, Inc. (MANUFACTURER) warrants to the original purchaser that this Bunch Games Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Bunch Games will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: BUNCH GAMES, INC. CUSTOMER SERVICE DEPARTMENT 1442 IRVINE BLVD., SUITE 134, TUSTIN, CA 92693

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

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NOTES

NOTES

TAGIN' DRAGON EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____/_____/_____ PHONE # (OPTIONAL): (____)_____-_____

GRADING SCALE: A: EXCELLENT B: GOOD C: AVERAGE D: POOR F: BAD

(Circle the appropriate grade that you will give to this game.)

1) GAME'S OVERALL ENTERTAINMENT VALUE	A	B	C	D	F
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	A	B	C	D	F
3) COMPARED WITH ALL EXISTING GAMES	A	B	C	D	F
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	A	B	C	D	F
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	A	B	C	D	F
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	A	B	C	D	F
7) DIFFICULTY LEVEL (A: TOO EASY . . . F: TOO HARD)	A	B	C	D	F
8) FLAWS OR PROBLEMS (A: NONE . . . F: TOO MANY)	A	B	C	D	F

PLACE
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